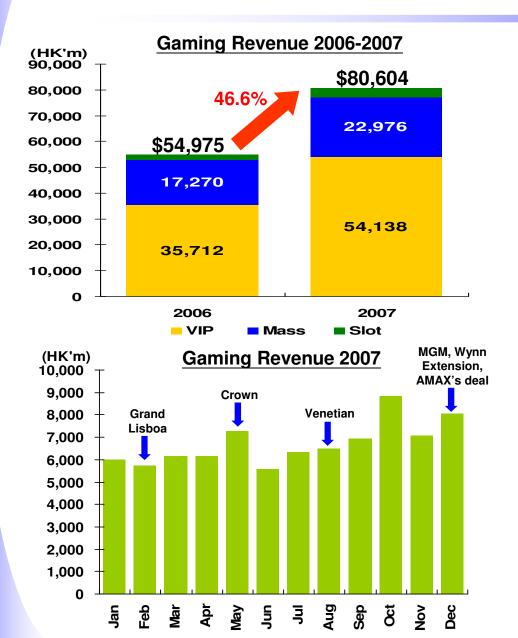


2007 Annual Results For the year ended 31 December 2007

Market Review – Gaming Revenue

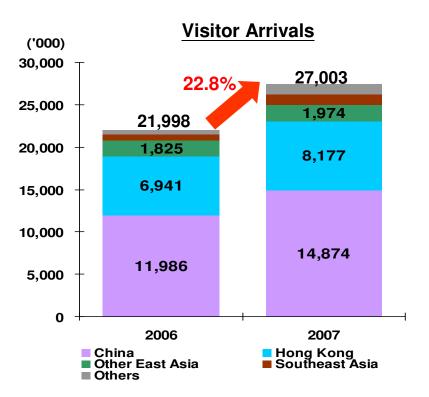




- Macau is world's largest gaming market
- Strong annual growth in gaming revenue
 - VIP ↑ 52%
 - Mass ↑ 33%
 - Slot Machines ↑ 75%
- New products drive market growth
- After opening of MGM
 Grand, all companies are
 in operations →
 competition increased

Market Review - Visitation





- Annual visitation ↑ 23%
- → Support the gaming revenue growth
- Visitation growth by area
 - China ↑ 24%
 - Hong Kong ↑ 18%
 - Taiwan ↑ 4.5%
 - Japan ↑ 35.9%
 - Korea ↑ 38.6%
 - Southeast Asia ↑ 70.1%

Market Share of Gaming Revenue



Comparing year to year

	Total Market	Gal	axy
Date	Revenue	Market	Revenue
	(HK\$m)	Share	(HK\$m)
FY2006	HK\$54,974	13%	\$7,271
FY2007	HK\$80,604	18%	\$14,736

Key Accomplishments



Corporate

- HK\$5.2 billion equity injection
 - Substantially improved financial flexibility with much strengthened balance sheet



 A resourceful strategic partner that is a proven international investor with deep expertise in the gaming industry



 Announced strategic partnership with Okura Hotels, the number one ranked hotel in Japan

Key Accomplishments



Operations

- Considerable ramp up of StarWorld's VIP gaming capacity
 - VIP table increased from 32 to 69
 - Number of VIP room promoters increased from 7 to 12
- Jinmen the premium player product launched
- Presidential Suite with private gaming tables – the ultimate gaming experience
- Opened a grand ballroom







Key Accomplishments



Recognitions

- StarWorld Hotel
 - 5-Star Diamond Award by the American Academy of Hospitality Sciences
 - "High-Flyer Award" by the Hong Kong Business
 Magazine
 - "The TOP 10 City-Nova
 Hotels of China" at the 3rd
 Starlight Award of China
 Hotels





Financial Highlights - Revenue



	FY07 HK\$	FY06 HK\$	Change
Gaming & Entertainment	11,481m	3,389m	239%
Construction Materials	1,554m	1,280m	21%
Total Group Revenue	13,035m	4,669m	179%

Financial Highlights – EBITDA



	FY07 HK\$	FY06 HK\$	Change
Gaming & Entertainment	1,223m	306m	300%
Construction Materials	219m	212m	3%
Corporate Office	18m	(81)m	123%
Total Group EBITDA	1,460m	437m	234%

Financial Highlights – Net Profit



	FY07 HK\$	FY06 HK\$	Change
Net Profit/(Loss)	(502)m	(1,532)m ¹	67%
After Accounting for:			
Amortization of Intangible (non-cash)	998m	998m	
Other Depreciation and Amortization (non-cash)	414m	192m	
Finance Cost	557m	522m	
Others	32m	9m	
Non-recurring items ²	39m	248m	
EBITDA – ex non-recurring	1,460m	437m	231%

¹Only one full month of StarWorld in 2006 and EBITDA reflects a lower than theoretical win rate at StarWorld for the month of December at 2%

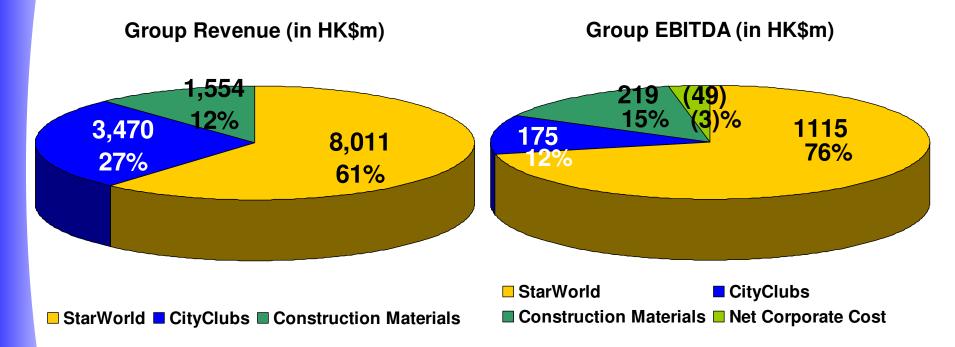
² 2006: pre-opening costs of 4 casinos; 2007: pre-opening expenses related to the construction of Galaxy Mega Resort like staff costs, training, marketing and branding and launching expenses

Summary for FY2007



Total Revenue = HK\$13,035 million

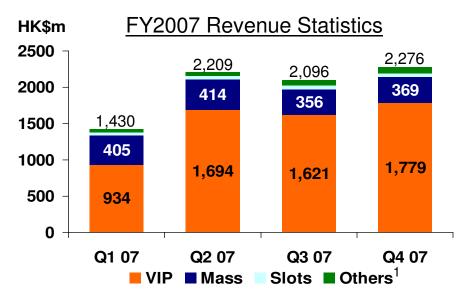
Total EBITDA = HK\$1,460 million

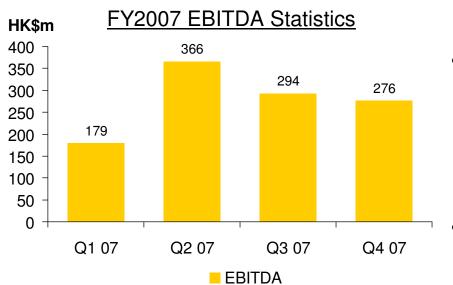


- StarWorld delivered solid performance
- StarWorld is a key revenue driver for Galaxy in 2007

StarWorld Overview







- Total revenue HK\$8,011 m
- VIP- 78% of revenue
- 2007 EBITDA
 - HK\$1,115 m
 - Margin 14% (HK GAAP)
 - Margin 23% (US GAAP)
- Note Q2 EBITDA experienced an above average win rate "good luck factor"
 - Annualized ROI 36%

¹ Non-gaming revenue (Room, F&B, tips, etc)

StarWorld Casino



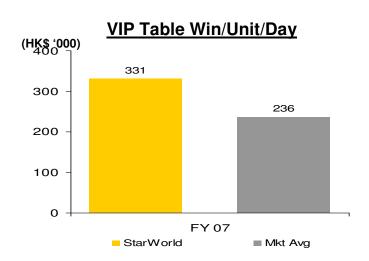
FY2007 VIP Gaming Operating Statistics

Turnover	HK\$ 203,500 m
Gross Gaming Revenue	HK\$ 6,028 m
Avg Win %	3.0%
Win/Table/Day	
Q4 07 avg	HK\$329,000
12 months avg	HK\$331,000

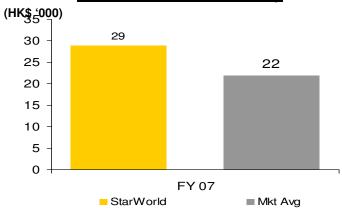
VIP Tables (Q4 07 avg): 59

FY2007 Mass Gaming Operating Statistics

Mass Drop	HK\$ 9,882 m	
Mass Gaming Revenue	HK\$ 1,543 m	
Avg Hold %	15.6%	
Win/Table/Day		
Q4 07 avg	HK\$33,100	
12 months avg	HK\$29,500	
Mass Tables (Q4 07 avg): 121		



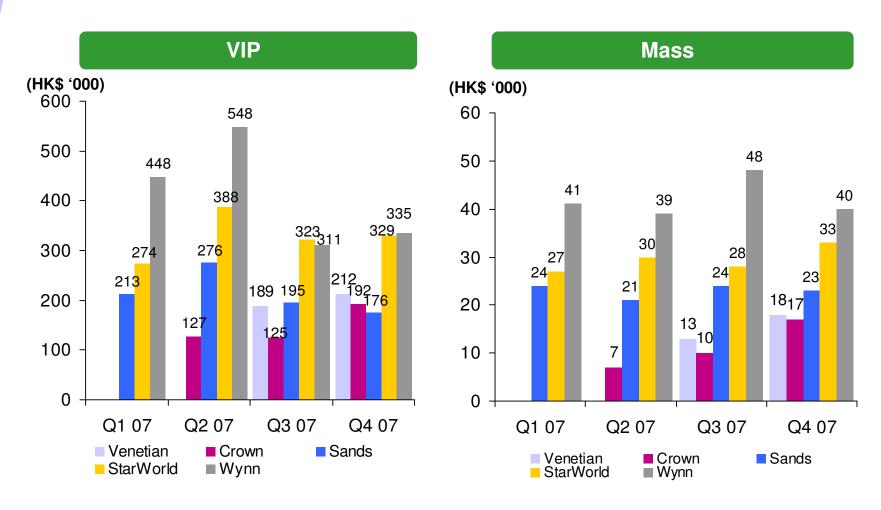
Mass Table Win/Unit/Day



- StarWorld' WTD is substantially higher than market average
- 69 VIP gaming tables at end of 2007

StarWorld – WTD Comparison



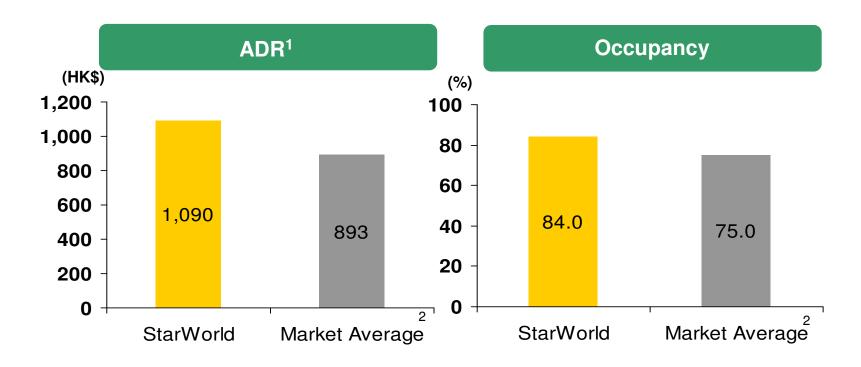


StarWorld Win/Table/Day statistics have increased to peers

Source: company data, press 14

StarWorld Hotel





509 rooms currently open

^{1.} StarWorld's ADR \$1,090 is blended rate including 10% service charge

^{2.} Market average refers to the statistics by Macau Hotel Association on 5-Star hotels for FY2007

CityClubs Performance Overview



- 4 CityClubs: Waldo, Rio, President and Grand Waldo
- Generates an ongoing "management fee" like revenue
- 2007 contribution: HK\$162 million
- Low Risk, Low CAPEX Initial/ fast track ("capture market share") strategy







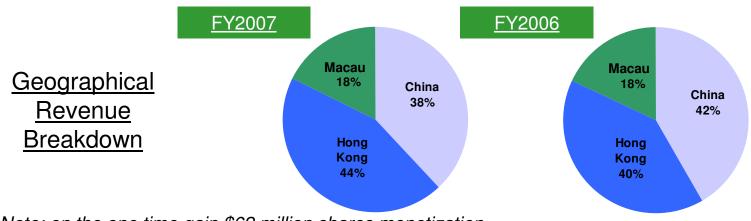


Construction Materials Overview



	FY2007 HK\$	FY2006 HK\$	Change
Revenue	1,554m	1,281m	21%
EBITDA	219m	212m	3%
Net Profit for the period	107m	64m	67%

- Profit margin improve from 5% (FY2006) to 7% (FY2007)
- Adjusted EBITDA excludes non-recurring items



Outlook for 2008



Market

- Market continues to grow rapidly
- Competition intensifying
- No new additional major opening in 2008

StarWorld

- Continue to refine and drive operational excellence
- In response to market demand, opening a Jumbo sized VIP facility – 100+ VIP gaming tables

Galaxy mega resort

- Continue our focus on construction of resort
- Deliver the finest, world class resort in Macau

Galaxy mega resort update



Scope

- Proceeding with Tower Two
- Substantially expanded VIP area
- Full opening of mass gaming floor
- Add more sophistication to fixtures and fittings

Timing

- Plan to open Casino complex & Hotel Tower
 One in mid-2009
- Plan to open Hotel Tower Two in late 2009

Budget

- HK\$10.5 billion includes all increased scope
- HK\$2 billion invested to date

Latest Status







Galaxy mega resort





A Mystical Oasis, THE destination with a thrilling energy and mystical adventure in the form of an all-in-one entertainment, leisure and gaming resort...

Galaxy mega resort





Galaxy mega resort

















Galay Mega Resort Ive The Thrill

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Thank You!